IN THE CLAIMS

For the convenience of the Examiner all pending claims of the present Application are shown below whether an amendment has been made or not. Please amend the claims as follows:

1. **(Previously Presented)** A method for relating words in an audio file to words in a text file, comprising:

retrieving a text file comprising a plurality of textual words;

generating an audio file by converting the plurality of textual words to a plurality of audible words;

storing information relating each audible word to a corresponding textual word, wherein the information comprises a plurality of electronic markers embedded in the audio file; and

transmitting the audio file to a telecommunication device operable to play the audio file to a user.

2. **(Original)** The method of Claim 1, wherein the textual words comprise ASCII text.

3. **(Original)** The method of Claim 1, wherein the audio file is stored in the form of a WAV file.

4. **(Cancelled)**

5. **(Original)** The method of Claim 1, wherein the information comprises a file map relating a location of each textual word within the text file to a location of the corresponding audible word in the audio file.

6. **(Original)** The method of Claim 1, wherein the steps of the method are performed by logic embodied in a computer readable medium.

7. **(Currently Amended)** A method for relating words in an audio file to words in a text file, comprising:

retrieving a text file comprising a textual word;

converting the textual word to an audible word;

storing the audible word in an audio file;

storing a file map, the file map comprising:

a first location locating the audible word within the audio file; and

a second location locating the textual word within the text file; and

transmitting the audio file to a telecommunication device operable to play the audio file to a user;

prior to a playing of the audio file, initializing a counter to identify textual words within the text file;

during the playing of the audio file, incrementing the counter after each audible word is played; and

receiving a voice command from a user to spell the audible word;

determining that the textual word corresponds to the audible word **by identifying the current textual word in the text file using the counter**; and

audibly spelling the textual word.

8. **(Original)** The method of Claim 7, further comprising repeating the steps of the method for a plurality of textual words in the text file.

9. **(Cancelled)**

10. **(Currently Amended)** A method for relating words in an audio file to words in a text file, comprising:

retrieving a text file comprising a plurality of textual words;

converting the plurality of textual words to a plurality of audible words, each audible word comprising media stream packets;

transmitting the audible words to a telecommunication device associated with a user in real time as the audible words are ~~**generated; and**~~ **generated;**

prior to a playing of the audible words, initializing a counter to identify textual words within the text file;

during the playing of the audible words, incrementing the counter after each audible word is played; and

during ~~**a playing**~~ **the playing** of the audible words, determining a current textual word corresponding to the audible word currently being played **by identifying the current textual word in the text file using the counter**.

11. **(Original)** The method of Claim 10, wherein the textual words comprise ASCII text.

12. **(Cancelled)**

13. **(Original)** The method of Claim 10, further comprising:

after each audible word is played, storing information about the audible word, the information comprising:

an identifier for the textual word corresponding to the audible word; and

a time at which the audible word was played.

14. **(Original)** The method of Claim 10, wherein the steps of the method are performed by logic embodied in a computer readable medium.

15. **(Currently Amended)** A method for relating words in an audio file to words in a text file, comprising:

retrieving a text file comprising a textual word;

converting the textual word to an audible word, the audible word comprising media stream packets;

storing an identifier for the textual ~~**word; and**~~ **word;**

repeating the steps of the method for a plurality of textual words in the text file to generate an audio file of a plurality of audible words;

prior to a playing of the audio file, initializing a counter to identify textual words within the text file;

transmitting the audio ~~**word**~~ **file** to a telecommunication device operable to play the audio word to a user; **and**

during the playing of the audio file, incrementing the counter after each audible word is played to identify the corresponding textual word in the text file.

16. **(Original)** The method of Claim 15, further comprising repeating the steps of the method for a plurality of textual words in the text file.

17. **(Original)** The method of Claim 15, further comprising:

receiving a command from a user to spell the audible word;

determining that the textual word corresponds to the audible word; and

audibly spelling the textual word.

18. **(Currently Amended)** A method for audibly spelling a word in an audio file, comprising:

retrieving a text file comprising a textual word;

converting the textual word to an audible word, the audible word comprising media stream packets;

storing the audible word in an audio file, the audio file comprising a plurality of audible words converted from a plurality of textual words and a plurality of electronic markers embedded in the audio file;

playing ~~**an audio**~~ **the audio** file to a user~~, the audio file comprising a plurality of audible words converted from a plurality of textual words~~;

receiving from the user a voice command to spell an audible word in the audio file;

in response to the voice command, identifying in a text file a textual word corresponding to the audible word; and

audibly spelling the textual word.

19. **(Original)** The method of Claim 18, wherein receiving the command comprises receiving a barge-in command during the playing of the audio file, and the method further comprises:

stopping the playback of the audio file;

identifying the last word played before the barge-in command was received; and

selecting the last word played as the audible word to be spelled.

20. **(Original)** The method of Claim 19, further comprising:

receiving a command from the user to resume playing the audio file; and

playing the audio file from the point at which playback was stopped.

21. **(Original)** The method of Claim 18, further comprising:

receiving a command from the user to select a new textual word from the text file; and

audibly spelling the new textual word.

22. **(Currently Amended)** An interactive voice response server (IVR), comprising:

an interface operable to:

play an audio file to a user, the audio file comprising a plurality of audible words converted from a plurality of textual words **and a plurality of electronic markers embedded in the audio file**; and

receive a voice command to spell an audible word in the audio file from the user; and

a processor operable to:

identify an audible word to be spelled in response to the voice command to spell;

in response to the voice command, identify a textual word in a text file corresponding to the audible word to be spelled; and

audibly spell the textual word.

23. **(Original)** The IVR of Claim 22, further comprising an adaptive speech recognition (ASR) module operable to:

receive speech from the user; and

parse the speech into recognizable grammar, words or vocabulary.

24. **(Original)** The IVR of Claim 22, wherein:

the interface is further operable to receive a command from the user to resume playing the audio file; and

the processor is further operable to resume playing the audio file in response to the command.

25. **(Original)** The IVR of Claim 22, wherein:

the interface is further operable to receive a command to select a new textual word from the text file; and

the processor is further operable to select and to audibly spell the new textual word.

26. **(Currently Amended)** Logic embodied in a computer readable medium operable to perform the steps of:

retrieving a text file comprising a textual word;

converting the textual word to an audible word, the audible word comprising media stream packets;

playing an audio file to a user, the audio file comprising a plurality of audible words converted from a plurality of textual words **and a plurality of electronic markers embedded in the audio file**;

receiving from the user a voice command to spell an audible word in the audio file;

in response to the voice command, identifying in a text file a textual word corresponding to the audible word; and

audibly spelling the textual word.

27. **(Original)** The logic of Claim 26, wherein receiving the command comprises receiving a barge-in command during the playing of the audio file, and the logic is further operable to perform the steps of:

stopping the playback of the audio file;

identifying the last audible word played before the barge-in command was received; and

selecting the last audible word played as the audible word to be spelled.

28. **(Original)** The logic of Claim 26, wherein the logic is further operable to perform the steps of:

receiving a command from the user to resume playing the audio file; and

playing the audio file approximately from a point at which playback was stopped.

29. **(Original)** The logic of Claim 26, wherein the logic is further operable to perform the steps of:

receiving a command from the user to select a new textual word from the text file; and

audibly spelling the new textual word.

30. **(Currently Amended)** A text-to-speech (TTS) system, comprising:

a memory operable to store a text file and an audio file; and

a TTS module operable to:

convert a plurality of textual words in the text file to a plurality of audible words;

store the audible words in an audio file; and

store for each audible word:

a first location locating the audible word in the audio file; and

a second location locating the corresponding textual word in the text file; and

transmit the audible words to a telecommunication device operable to play the audio file to a user;

an output device operable to play the audio file to a user;

an interface operable to receive a voice command to spell one of the audible words during the playing of the audio file; and

a processor operable to:

prior to a playing of the audible words, initialize a counter to identify textual words within the text file;

during the playing of the audible words, increment the counter after each audible word is played; and

determine the textual word corresponding to the audible word to be spelled **by identifying the current textual word in the text file using the counter**; and

audibly spell the textual word.

31. **(Cancelled)**

32. **(Currently Amended)** Logic embodied in a computer readable medium, comprising:

selecting a textual word in a text file;

converting the textual word to an audible word;

storing the audible word in an audio file;

storing a file map, the file map comprising:

a first location locating the audible word within the audio file; and

a second location locating the textual word within the text file; and

transmitting the audio file to a telecommunication device operable to play the audio file to a user;

prior to a playing of the audible words, initializing a counter to identify textual words within the text file;

during the playing of the audible words, incrementing the counter after each audible word is played; and

receiving a voice command from a user to spell the audible word;

determining that the textual word corresponds to the audible word **by identifying the current textual word in the text file using the counter**; and

audibly spelling the textual word.

33. **(Original)** The logic of Claim 32, further operable to repeat the steps for a plurality of textual words in the text file.

34. **(Cancelled)**

35. **(Previously Presented)** A method for synchronizing audible words with textual words in a text file, comprising:

retrieving a text file comprising a plurality of textual words;

generating a plurality of audio files by converting the plurality of textual words to a plurality of audible words, each audio file comprising an audible word corresponding to one of the textual words; and

for each audio file, storing information relating the audio file to the corresponding textual word, the information comprising an electronic marker within the audio file that indicates the position of the audible word within the text file user.

36. **(Original)** The method of Claim 35, wherein the steps are performed by logic embodied in a computer readable medium.

37. **(Currently Amended)** A system for spelling words in an audio file, comprising:

means for playing an audio file to a user, the audio file comprising a plurality of audible words converted from a plurality of textual words;

means for initializing a counter to identify textual words within the text file, the counter initialized prior to a playing of the audible words,;

means for incrementing the counter after each audible word is played during the playing of the audible file; and

means for receiving from the user a voice command to spell an audible word in the audio file;

means for identifying in a text file a textual word corresponding to the audible word in response to the voice command **by identifying the current textual word in the text file using the counter**; and

means for audibly spelling the textual word.

38. **(New)** The method of Claim 1, further comprising:

removing the electronic markers from the audio file during playback; and

tracking the number of words played by counting the number of electronic markers removed.